WarOS Manual

Overview

WarOS is a war management and intel sharing system. It has some great features such as a search function for enemy teams, a war scheduling system, automatic role assignment and much more. To get the most out of WarOS, we recommend you go through the Complete Command List. However, it can be a lot to take in all at once, so to start out with we recommend you go through the Quick Start Commands and practice using all of these. These will allow you to take advantage of the scouting database although you will be missing out on some other great features.

When you feel comfortable with the Quick Start commands, start looking through the Complete Command List. This will provide you access to war scheduling, which we find to be very helpful. As part of the war scheduling system, WarOS will assist with tracking participation. It will also manage a check-in system for each war and assign the most important roles to the people who do check in for the war. It is a great assistance with managing wars and greatly reduces the load on officers and faction leaders.

Let us know if you see any issues or anything else that would be helpful. Thanks.

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Quick Start Commands

- #Walkthrough
  - Starts an automated walkthrough of how to use WarOS
- #Help
  - Main help menu
  - Lists other sections where you can get more detailed help such as Scouting or War
  - Example #Help Scouting
    - This will show you all the commands that relate to scouting
- #Search
  - Search for the team you are fighting
  - Option 1
    - Enter parts of the name as parameters.
    - Example #EnemySearch ak-am
      - This would return Fake Team 1 as a match because it has "ak" in it and "am" in it.
  - Option 2
    - For teams with special characters in their name type #Search special
    - This will list all of the known teams with special characters and allow you to select one
- #Scout (Shortcut ##)
  - Add new scouting information
  - Example ## Bob 12.2m 183 (Crime City)
    - Adds a scout listing for Level 183 Bob with 12.2 million defense
  - Example ## Bob 12.2m 183 45 15 (Modern War or Kingdom Age)
    - Adds a scout listing for Level 183 Bob with 12.2 million defense, 45 equipment defense, and 15 soldier defense
- #Scoutlist
  - Retrieves all of the most current scouting information.
- #Targetlist
  - Retrieves only the key targets from the most current scouting information
- #RemoveScout
  - Just type #RemoveScout and follow the instructions to remove a scouting entry
- #RemoveAllWars
    - Removes every war from your schedule and ends any active wars
- #Sync (Timesync shortcut)
  - Syncs the currently running war timer to a new amount of time remaining in the war
  - Example - #Sync 34:29
    - This would tell the system that the active war will end in 34 minutes and 29 seconds
- #Admin
  - Sends a message to an administrator for assistance or reporting errors
- For issues or questions that you don't want to handle through #Admin email us at Support@war-os.com

Complete Command List

Help

- #Help
    - Main help menu
    - Lists other sections where you can get more detailed help such as Scouting or War
    - Example #Help Scouting
        - This will show you all the commands that relate to scouting

Scouting Commands

- #Search
    - Search for the team you are fighting
    - Option 1
        - Enter parts of the name as parameters.
        - Example #EnemySearch ak-am
            - This would return Fake Team 1 as a match because it has "ak" in it and "am" in it.
    - Option 2
        - For teams with special characters in their name type #Search special
        - This will list all of the known teams with special characters and allow you to select one
- #PlayerSearch
    - Search for the team you are fighting based on a scouting entry
    - Example #PlayerSearch Joe 82b 32
        - This would return teams containing the scouting entry for Joe
- #DLSearch
    - Works the same as #PlayerSearch but only looks for entries with “(DL)” in their name or comments
- #AddEnemyTeam
    - ONLY for adding teams that cannot be found using #Search
    - Option 1 – Preferred
        - Enter the name of your opponent and a screenshot showing their name.
        - Example #AddEnemyTeam Fake Team 1 + Screenshot
            - This would add Fake Team 1 to the faction list and set them as your enemy
    - Option 2
        - If the name has characters in it that are not on a normal keyboard, enter "noname" for their name.
        - Also send a screenshot showing their name.
        - Example #AddEnemyTeam noname + Screenshot
            - This will allow you to save your scouting and we will add the actual faction name as soon as possible

- #Scout (Shortcut ##)
    - Add new scouting information
    - Example ## Bob 12.2m 183 45 15(Modern War and Kingdom Age)
        - Adds a scout listing for Level 183 Bob with 12.2 million defense, 45 equipment defense, and 15 soldier defense
    - Example ## Bob 12.2m 183 (Crime City)
        - Adds a scout listing for Level 183 Bob with 12.2 million attack
- #OldScoutlist or OldIntel
    - Retrieves all available old intel for current enemy
- #MixedScoutList
    - Retrieves all available old and current intel
- #Scoutlist or Intel
    - Retrieves all of the most current scouting information.
- #Targetlist
    - Retrieves only the best targets from the current scouting.
- #RemoveScout
    - Just type #RemoveScout and follow the instructions to remove a scouting entry
- #RestoreScout
    - Just type #RestoreScout and follow the instructions to remove a scouting entry
- #Credits
    - Shows the number of credits your faction has
- #ScoutlistDisplayFirst
    - Determines if level is displayed first or defense(default)
    - Example - #ScoutlistDisplayFirst Level
        - will cause the level to be displayed first on #Scoutlist
- #T (T Shortcut)
    - WarOS will send you a PM with your target assignment
    - Only use this if the “Like this Message” buttons are not working to keep your war room from getting cluttered.
- #IntelLog
    - View how other teams and players have changed intel if you think there is something wrong with the intel
- #Trace
    - Enter a name to view the history of intel on that player
    - Example #Trace Joe
        - This will display any changes to scouting entries for Joe for the team you are currently fighting

War Commands

- #RollCall
    - Adds a simple war to the schedule which will ask people to check in and then will list who has checked in when it is time for the war to start.
    - Example - #RollCall 5
        - Starts a roll call with a war start time five minutes from now
- #AddWar
    - Adds a war to your schedule.
    - The bot will start a roll call automatically when it is time.
    - Enter Month-Day Hours:Minutes
    - Example - #AddWar 10-30 8:30 AM
        - Adds a war starting on October 30 at 8:30 AM
    - If the war starts within the next 24 Hours you do not need to enter the month or day

- #SetTimeZone
    - Used to set your time zone or adjust it for changes such as Daylight Savings Time
    - Type #SetTimeZone YourTime
    - Example #SetTimeZone 12:34 pm

- #WhoIsHere
    - Lists all the people that have checked in for the current war
- #RemoveWar
    - Removes a war from your schedule
        - Just type #RemoveWar and follow prompts to select the correct war
- #RemoveAllWars
    - Removes every war from your schedule and ends any active wars
- #ListWars
    - Displays all the wars on your schedule
- #Repeat
    - You set a desired war interval and it fills wars in up to the last possible war start.
    - We set the last possible war start time so you don’t need to.
    - You must have at least one war scheduled
    - Example - "#Repeat 120
        - Creates wars 2 hours apart after the last scheduled war
- #CustomMessage
    - Edits your factions instructions for its members on war start.
    - Example - #CustomMessage
        - Then just follow the instructions

- #PABreakpoint
    - Sets a value that helps determine who gets assigned PA1
    - Example - #PABreakpoint 112m
        - During role assignments, if someone with over 112 million attack checks in, then the highest attack individual will be assigned Power Attack 1 of the enemy Defense Leader.
        - This also means you would expect someone with 112 million attack to have a chance of winning the power attack
        - During role assignment, if nobody checks in who has over 112 million attack, then the lowest attack individual will be assigned Power Attack 1 of the enemy Defense Leader.
- #Sync (Timesync shortcut)
    - Syncs the currently running war timer to a new amount of time remaining in the war
    - Example - #Sync 34:29
        - This would tell the system that the active war will end in 34 minutes and 29 seconds
- #Game
    - The bot will tell if your game is set to ModernWar, CrimeCity, or KingdomAge
- #WarType
    - Set if you want your default wars to be the simple roll call type or the standard type with role assignment and confirmation.
- #Wall (Wall shortcut)
    - Enter a number to log a certain number of wall hits
    - Example - #Wall 3
        - This would log 3 wall hits for your account
- #PA (PA shortcut)
    - Enter a number to log a certain number of power attacks against the enemy DL
    - Example - #PA 2
        - This would log 2 power attacks for your account

Account Commands

- #AccountInfo
  - Displays your current account information
- #UpdateAttack (#UA shortcut)
  - Updates your attack which is used for role assignment.
    - Example #UA 1.8b 10.4
      - Attack set to 1.8 Billion
      - Permanent Enemy Defense Reduction set to 10.4%
- #TempReduction (#TR shortcut)
  - Updates your temporary Enemy Defense Reduction
    - Example #TR 15
      - Temporary Enemy Defense Reduction set to 15%
- #ScoutWith (#With shortcut)
  - If you have multiple accounts this selects which account you are using to scout enemies
    - Your defense reduction affects your scouting so it is important
- #ChangeName
  - Updates the name the bot uses for you
  - Example #ChangeName Joe
    - Changes your name to Joe
- #AddMini
  - Adds one of your mini accounts
  - Example #AddMini Sue
    - Adds a mini with the name Sue to your account
- #DeleteMini
  - Removes one of your mini accounts.
  - Enter the mini number you want to delete (can be found with #AccountInfo)
  - Example - #DeleteMini 1
    - This will remove your Mini 1

Checkin Commands

- #Here (Shortcut Here)
    - Can only use this command after WarOS calls for checkin
    - Checks you in for the war
    - During Frontline or Street Assault you can put a number after this command to indicate the number of deploys you have
- #MiniHere (Shortcut MiniHere)
    - Can only use this command after WarOS calls for checkin
    - With no parameters it checks in all of your minis
    - With 1 parameter checks in one of your minis
    - Example – MiniHere 1
        - Checks in your Mini 1
- #NotHere (Shortcut NotHere)
    - Cancels your main account and mini checkins
    - Can be used if you make a mistake or become too busy to take an assignment

Leadership Commands

- #IAmTheLeader
    - Claim leadership of your faction
- #MakeLeader
    - Leave your role as leader and give it to someone else
- #Promote
    - Used by leaders or Co-leaders to move members from Regular to Officer.
    - Used by Leaders to move Officers up to Co-Leaders
- #Demote
    - Opposite of #Promote
- #PMAllMembers
    - Used by leaders, Co-leaders, or Officers to send a Private Message to all faction members who have typed #PM on to accept these messages
- #PM
    - Type #PM on to accept messages from your factions officers
    - Type #PM off to or turn the messages back off
- #Report
    - Display a report of your team members participation during a campaign
- #MessageConfig
    - There are about 20 optional messages the bot can send out
    - Decide which ones are right for your team and use #MessageConfig to set which ones you want to receive
- #Roster
    - List everyone in your faction and their stats

Support Commands

- #Admin
    - Sends a message to an administrator for assistance or reporting errors
- #Quickstart
    - Lists the most basic command required to use WarOS
- #Walkthrough
    - Starts an automated walkthrough of how to use the basic functions of WarOS
- For issues or questions that you don't want to handle through #Admin email us at Support@war-os.com